

MASS DESTRUCTION™

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SEGA™



SEGA SATURN™

MASS DESTRUCTION™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM

TEEN



T-18007H

WARNING: READ BEFORE USING YOUR SEGA SATURN™ GAME CONSOLE

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the Sega Saturn™ console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manuals for more details.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR SEGA SATURN™ DISC

- This compact disc is intended for use ONLY with the Sega Saturn™ game console.
- Do not bend, crush, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or any other source of heat.
- Be sure to take an occasional rest break during extended play. Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth (preferably cotton), wiping in straight lines from the disc center towards the outer edges. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Ratings Board (ESRB). For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TABLE OF CONTENTS

Sega Saturn™ Setup	2
CONTROL SUMMARY	3
You Have One Mission: Mass Destruction™	4
Don't Just Sit There, SHOOT!	5
Game Options	6
Mission Selection	6
Tank Selection	7
Mission Briefing & Objectives	8
Tank System Overview	9
Map Screen	10
Weapons Systems	11-12
Saving	12
Loading A Game	13
Pause Menu	13
Credits	14-15
Mass D Notes	16
Warranty	17

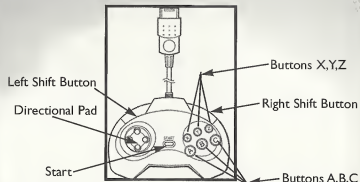
1. Set up your Sega Saturn™ System as described in its instruction manual. Plug in Control Pad 1. (Note: Mass Destruction™ is for one player only).
2. Place the Mass Destruction disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™ System. The Sega Saturn™ logo will appear on screen. If nothing appears, turn the system OFF and make sure it is set up correctly before turning it on again.
4. After a moment, the memory management screen will appear allowing you to select where you wish to save your games. Highlight either System Memory or Cartridge Memory (only if you have an external memory cartridge inserted into the Saturn) and press START.
5. If you wish to stop a game in progress and return to the Main Menu, simultaneously press Buttons A, B, C and START on the Sega Saturn™ Control Pad. When the Title Screen appears, press START again to go to the Main Menu.

IMPORTANT:

Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ System has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



CONTROL SUMMARY



MENU CONTROLS

Move Cursor Up
Move Cursor Down
Modify Selection
Confirm Selection

BUTTONS

Up ↑
Down ↓
Left or Right ↔
START

TANK MOVEMENT

Move Forward
Move Backwards
Rotate Tank Left
Rotate Tank Right

D-Pad Up ↑
D-Pad Down ↓
D-Pad Left ←
D-Pad Right →

TURRET MOVEMENT

Rotate Turret Clockwise
Rotate Turret Counter Clockwise
Center the Turret

Right Shift
Left Shift
Z

WEAPON SELECTION

Toggle Weapon Select Left
Toggle Weapon Select Right
Fire Current Weapon

A
B
C

HEADS-UP DISPLAY

Turn Radar On/Off
Activate Mission Briefing/Map

X
Y

GAME CONTROLS

Pause the game

START

YOU HAVE ONE MISSION: MASS DESTRUCTION™

If you've ever wondered what it would be like to implement a "scorched earth" policy on a cruel, despotic regime (and who hasn't), then Mass Destruction is the game for you. Not only will you be given the tools and weapons to destroy virtually everything in sight, you'll also be given the mandate to do so.

To assist you in your task, you'll take control of one of three multi-armored attack tanks -- all of which are equipped to unleash a variety of weapons. The 360° swiveling turret allows you to fire in any direction (regardless of which way you're facing), so that you can't be backed into a corner. Each weapon is designed for its own special purpose. Therefore, weapon selection and management is important -- especially in the more difficult campaigns.

At the beginning of each mission, you'll be briefed about the primary and secondary objectives. Make sure to read each briefing carefully to pick up as many clues as possible. The more information you have, the less damage you'll take and the more destruction you can cause.

With over 20 different missions on four terrain types (ranging from Arctic to Urban), there's enough variety and action to keep you occupied for a long time. Our stunning 3D gaming world will dazzle you with more explosions than you've ever seen. Overkill is the order of the day. Your prejudice against the enemy can never be too extreme.

DON'T JUST SIT THERE... SHOOT!

Once the game has loaded, press the START button to load the main menu screen. Using the D-Pad, you may select **New Game**, **Load Game**, or **Options** from the menu.

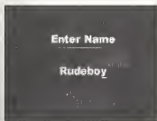
NEW GAME

This option allows you to start a new game. After selecting this option, you will then be prompted to enter a name for the tank commander:



ENTER NAME

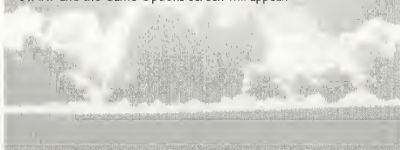
To enter a name on the Tank Commander screen, use the following controls:



- | | |
|-------------------------------|-----|
| To Choose a Character | ↑ ↓ |
| To Capitalize a Letter | A |
| To Move to the Next Space | R |
| To Move to the Previous Space | L |
| To Delete a Character | C |

Note: Each name is limited to 7 characters.

Once you've entered in all the characters in the name, press **START** and the Game Options screen will appear:



GAME OPTIONS



On the Options screen, you can choose the level of **Difficulty** for the missions. Turn the **SFX** On or Off, and perform a number of sound tests.

EASY

Choose this level of difficulty if you are afraid of your own shadow. The enemy is slow to respond and the enemy tanks seem to have all the firepower of a BB gun. Strictly for Novices.

MEDIUM

For those more seasoned gamers, this difficulty should pose more of a challenge. The enemy is both stronger and smarter. Don't expect to pass this level on your first time through.

HARD

Choose this level of difficulty if you love the smell of napalm in the morning. Novices and casual gamers need not apply here. The enemy's hits do more damage, and attack in multiple waves. Not for the easily frustrated or feint of heart.



MISSION SELECTION

Currently there are five global hot spots which require your skills. Global Command has broken each of these campaigns into a series of missions. Each series of missions must be completed in the designated

order. When a mission becomes accessible, the red "X" on the folder disappears. Once you highlight it, press the **START** button to move to the Tank Selection screen. Mission folders marked with a tank are completed missions, but can be replayed for additional points.

TANK SELECTION

At the start of a new game, you command one of three tanks. Although each tank is equipped with the same arsenal of weapons, the speed and handling characteristics of the tanks differ greatly.



NAME: CHEETAH
SPEED: 55 Kph
ARMOR: 75 mm Tungsten Steel Alloy

The Cheetah series is built for high-speed, hit and run attacks on enemy installations. However, its speed comes at the cost of reactive armor plating. This makes the Cheetah unable to stand up against heavy barrages of enemy fire for any length of time.



NAME: COBRA
SPEED: 20 Kph
ARMOR: 250 mm Carbon Polymer Reactive Armor

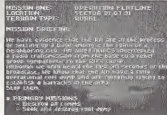
The Cobra series is designed as our main assault tank. Its reactive armor gives greater protection when attacking heavily fortified positions. The greater weight of the reactive armor limits the mobility and speed of the Cobra, thus, making it vulnerable to quicker and more maneuverable enemy armored units.



NAME: VIPER
SPEED: 35 Kph
ARMOR: 150 mm Carbon Polymer Reactive Armor

The Viper incorporates the latest improvements in armor and power. While equipped with the less reactive armor than the Cobra series, the new turbine engines allow for greater speed and maneuverability. This combination should make the Viper a quick and lethal force on the battlefield.

MISSION BRIEFING



The Mission Briefing Screen gives you detailed information regarding the terrain and objectives for your current mission. Pay close attention to the briefing for the latest intelligence from the field — it may just save your life. Listed at the bottom of the screen are the primary missions which you must

complete before you will receive the location of the evacuation point.

MISSION OBJECTIVES

Primary Objectives: In order to complete a mission, you must accomplish the primary objectives. In some missions, the primary objectives must be completed in a particular order (in which case, you won't be given the next primary objective until you complete the current one). Consult the Mission Objectives screen (accessed with the Y-button) to help plan your strategy.

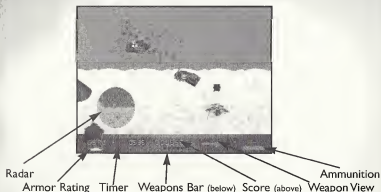
Secondary Objectives: Some missions include Secondary Objectives. Completing all the Secondary Objectives in a mission opens an additional extraction point, which leads to a mission different from the Primary extraction point. Secondary Objectives also award bonus points upon completion of the mission.

Bonus Objectives: Each mission contains Bonus Objectives, which are completed by destroying specific structures or by taking out certain soldiers or vehicles. When you complete a Bonus Objective, a notification appears on-screen and in the Mission Objectives screen. Like Secondary Objectives, Bonus Objectives award bonus points at the end of the mission.

Hidden Objectives: Some missions contain a Hidden Objective, which when completed activates a second extraction point that leads to a new mission, previously inaccessible. Hidden Missions are represented as folders in the Mission Selection screen and cannot be accessed until the Hidden Objective is completed. (Note: there is no on-screen notification when a Hidden Objective is completed). If you find that one of the mission folders is inaccessible, it is likely the previous mission contains a Hidden Objective which still needs to be completed. During your mission, you can unlink to defense net to recall the mission objectives as well as view a map of the area by pressing Y.

TANK SYSTEM OVERVIEW

Once your tank arrives at the landing zone, the on-board systems will power-up and you will begin your mission.



Your Heads-Up Display (H.U.D.) indicates the status of your tank. The readouts are as follows:

ARMOR RATING

This counter begins at 1000 and decreases each time the tank is hit by enemy fire. If the rating reaches zero, the engines will overheat and explode. Replacement armor can be found on the battlefield in white crates marked with a red cross. Run over these crates to help refit your tank when your armor runs low. (In addition, the tank icon beneath the rating changes color as your armor rating decreases).

TIMER

This indicator keeps track of the elapsed time on the battlefield. Compare this time with the level par time upon completion of the mission.

SCORE

This indicator represents the amount of damage which you have done during your mission.

WEAPONS BAR

Eight small markers indicate the status of the weapon systems on your tank. The type of weapon corresponds to the marker on the far left. Each marker has three possible colors which indicate its current status.

Dark Green indicates that this weapon is out of ammo. Pick up crates on the battlefield to replenish your supply of the necessary ammo.

Light Green indicates that the weapon has ammo and can be used.

Light Red indicates that the weapon is currently selected and ready for use.

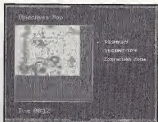
WEAPON VIEW

This box gives you a graphical representation of the weapon you currently have selected.

AMMUNITION

This counter indicates the amount of ammunition available for the weapon which is currently selected.

Note: When using Button A and Button B to move between weapons, you will not be able to select weapons which currently contain no ammo.



RADAR DISPLAY

The radar display indicates your present location and depicts the surrounding terrain. Potential targets are represented by white dots. The radar screen can be toggled on or off using Button X.

MAP SCREEN

At any time during your mission, you can uplink to the defense net to recall the mission objectives and to download a map of the mission area. Press Y once and a screen will appear with the status of your Primary, Secondary, and Bonus Objectives. Press Y again and a map screen will appear outlining the locations of the remaining Primary and Secondary objectives. Use the D-Pad to scroll the map around the screen. Once all your objectives have been completed, the level exit marker will also be indicated on this screen. Press Y a third time to return to action.

WEAPON SYSTEMS

All tanks which you command carry the same weapons payload. However, only ammunition for the 100mm Cannon and the Chain Gun is available at the start of your mission. You must blast open enemy bunkers and storehouses to find crates containing ammunition for the remaining weapons. To collect an ammo crate, roll over it with your tank. The contents of the crate will appear in the upper left-hand corner of the screen. The list of weapon systems is as follows:

Weapon 1: 100mm Cannon

H.U.D Description: Shells

This is your basic weapon of destruction -- Your cannon will never run out of shells.

Weapon 2: Hi-Explosive Shells

H.U.D Description: Hi-Ex

These shells explode on contact generating greater damage. These are your best bet for knocking out those pesky bunkers in a hurry.

Weapon 3: Mines

H.U.D Description: Mines

Dropped from the rear of the tank, these mines explode after a predetermined period of time. Try setting a few mines to even the score when being chased by enemy tanks.

Weapon 4: Mortars

H.U.D Description: Mortar

These explosives can be launched at three different trajectories depending on how long the fire button is depressed. Mortars are the only weapon able to take out enemy targets behind a fence.

Weapon 5: Torus Bombs

H.U.D Description: Vortex

This weapon surrounds the tank with a ring of powerful explosions. When surrounded by the enemy, let loose with a Torus Bomb to even the odds. Torus Bombs are very powerful, but short range weapon.

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Weapon 6: Flame Thrower

H.U.D Description: Flame

This is the absolute best weapon for taking out those annoying foot soldiers.

Weapon 7: Guided Missiles

H.U.D Description: Missile

One of two weapons in your arsenal capable of taking down a helicopter.

Weapon 8: Chain Gun

H.U.D Description: Chain Gun

This weapon can be used to tear apart enemy infantry or against helicopters. Your chain gun will never run out of rounds.

Hint: Visible aircrafts i.e., Helicopters, can be destroyed - shadow casting airplanes CANNOT.

SAVING

Provided you have space, Mass Destruction will automatically save your progress to the Sega Saturn's™ internal memory as you complete missions. Each level you complete will overwrite that Commander's previous saved game.

Note: If you have multiple saved game slots for different commanders, one Commander's saved game will not overwrite the next (i.e., Commander A's slot will not overwrite Commander B's).

If you wish to save your progress using the Sega Saturn Memory Cartridge™, insert the cartridge before turning on your Sega Saturn™. After the opening cinema, you will be asked if you wish to save your progress using the Saturn's internal memory, or the Sega Saturn Memory Cartridge™. At this point you can select the Memory Cartridge.

Note: Do not remove the Memory Cartridge until you turn off your Sega Saturn™ System.

LOADING A SAVED GAME

If you have previously played and completed missions in Mass Destruction, the option "Load Game" will become available on the title screen. Once selected, a screen displaying a list of the Commander's name(s) will appear. Select the commander you wish to restore, and press the C button.

Note: If you have saved your game(s) on the Sega Saturn Memory Cartridge™, you will have to insert your cartridge before turning on your Sega Saturn™ to be able to load your game(s) from the Memory Cartridge.

PAUSE MENU

Press START during the game to pause the game and bring up the Pause menu. The Pause menu contains the following choices:

SFX

Turns the Sound Effects On or Off.

Music

Turns the Music On or Off.

Volume

Adjust the Volume of the Music.

Track

Selects the Audio Track.

Quit

Quits the game and returns to the Main menu.

Use the D-Pad to highlight the items you wish to modify and then press the D-Pad left or right to make a change. Once you have made all your changes, press START to return to the game.

MASS DESTRUCTION NOTES

WARRANTY

Limited 90 Day Warranty

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